THE Paladin II Quests

Delving — Difficulty: Easy

A childhood friend, Raphael Cross, has been captured in battle while trying to drive a black magic sorcerer out of the area. You must now confront the wizard in his stronghold, and rescue your friend and his party. The sorcerer is known to keep his captives in dungeons deep under the ground.

If you are sensible, you will have to do a lot less fighting then you might think. Pick up all objects that are not too heavily guarded, especially distance weapons.

Capture — Difficulty: Easy

A group of bandits led by a local warlord, Kesrin, are overrunning an area of quiet, peaceful countryside. It is your job to take the vital river crossing points, so as to check their advance. Kesrin has also obtained some excerpts from the Book of N'Kano. You must destroy these before he sells or gives these to a Dark Mage who can decipher them.

Take the nearest sentry post, then send some of your men to collect the scrolls and finally reach the other post.

Escape — Difficulty: Easy

A group of adventurers have been trapped by a large band of Trolls and their allies. Led by you, a few have managed to keep their freedom so far. Your party is now very close to a magical portal to safety. The portal is supposed to be north or north east of where you start. Your one aim is to reach it and escape.

Your party is not equipped for heavy in-fighting. Move as fast as possible, and get out. Extra equipment may be more of a burden than a help.

Rescue the King — Difficulty: Medium

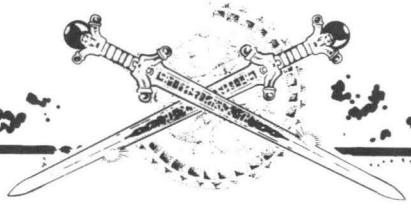
The Elven King has been taken prisoner by the Dragon Wolmire. This threatens the alliance between the Humans, Dwarves and Elves. Without the King's calming influence, the alliance could break down, and the dark force army will enter our fair land unopposed. Rescue the king and return the Elves to the alliance before the dark forces can regroup.

Enter the castle by blowing a hole through the gates. Use long-range spells and watch out for the sorcerers and dragons. The toughest fight is on the second level. Have several fireballs and lightning orbs ready. Pick your way through the rooms slowly. Destroy as many opponents as you can on the first level, as you have to return part of the way to the exit.

Houses — Difficulty: Medium

The shadow woods are well known for the dangerous creatures that inhabits them. Normally, this would be the last place you would choose to go. However, a collection of magical texts have been stolen from the great library at Celaeno, and it is vital that you recover them before their secrets fell into the wrong hands.

Move quickly through the woods and concentrate on the houses. You will have to go below ground sometimes. Preserve your one Mage carefully.



Dark Scrolls Difficulty: Medium

You and your band of adventurers are to enter the Dungeon Kalimore and destroy the Dark Scrolls of the dark lord. Rumors say he is preparing to escape imprisonment in the netherworld, where he was banished 500 years before. These scrolls are crucial to his power.

This is a two-level dungeon, filled with all types of opponents. Use long range spells and weapons whenever possible. If you suspect an enemy is just beyond visual range, fire a lightning orb. Take your time.

Mage Battle Difficulty: Medium

During one of the major campaigns between the forces of Light and Dark, a brave Paladin led a group of White Wizards in a surprise attack on the Dark Mages. The ensuing battle devastated the countryside for miles. 80% of the White Wizards perished and 95% of the Dark Mages did not survive. The Paladin survived with serious wounds. A major truce was called as the forces of both armies were severely decimated. This led to the uneasy truce which exists today.

Fire lightning spells and flame potions up the middle as soon as possible. You will be up against magic-users who will not hesitate to throw spells. Use long-range weaponry whenever possible. If not possible, close with the enemy and make them fire spells that will hit their own forces.

Rescue the Princess Difficulty: Medium

Rescue the Dwarven princess who was captured in a raid. She will be the future Queen, so her rescue will help strengthen the alliance between Humans and Dwarves.

This is a one-level fort full of enemies. Pick your way slowly from room to room. Look for all the scrolls in all the rooms. Be careful when you throw long-range spells, as you may destroy scrolls vital to your success.

Coast Difficulty: Medium

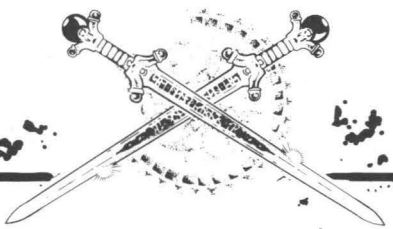
A group of smugglers have been using a remote stretch of the Denaki coast to secretly bring weapons into the area. These are being supplied to both sides in a bitter local power struggle. To stop the conflict and ensure the safety of the innocent locals caught up in it, you must convince the smugglers to leave by inflicting heavy losses.

You start with long-range weapons and magical allies. Use them. Try and hit and run as much as possible, and don't get caught up in long exchanges of blows.

Thieves Night Out Difficulty: Medium

Your Paladin leads a band of thieves in an attempt to steal Dark Scrolls from a heavily fortified fortress.

Enemies abound in this two-level dungeon. Conserve some long-range spells for the second level, where you will definitely meet some heavy opposition. At the chamber before the treasure room, be careful where you throw spells as you may destroy scrolls vital to your success.



A Hunting We Go Difficulty: Medium

Drive the Trolls and their leader from the forest of King Valden. You will have a powerful Mage accompany you in case the Troll leader is well versed in magic.

You will face many Trolls. Firing long-range spells immediately may help you out. A Troll is waiting just north of your entry point to attack. Ensure you keep your Paladin and Mage safe. Don't become over-eager and rush into a magic attack.

Mansion Difficulty: Medium

The Troll Warlord Raygask has led a force of his Trolls and some mercenaries against the against the stronghold of Eshim Venasta, a respected mage and ally of your liege lord. If he can hold the mansion for long enough, he will use it as the base for an attack into the surrounding area. You must stop him from doing that, by eliminating his troops.

You cannot avoid fighting in this scenario. Explore the area systematically and thoroughly. Keep your force together, but don't bunch too close, or you might all get wiped out by a single fireball.

Fortress Noirde Difficulty: Medium

The enemy quietly built a fortress in the major Eastern Passage, cutting off our commerce. We were so busy fighting them in the south that we were not aware of this until too late. It is not fully manned, so a small band should be able to take the fortress. It must be taken at all costs.

Kill everything in sight. You must kill all the enemy and occupy the NE sentry posts. Check every room for enemies.

Hunt Difficulty: Hard

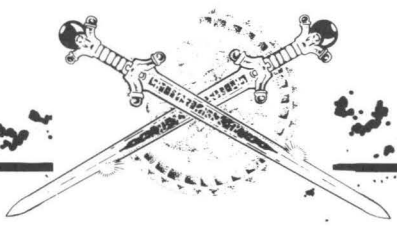
To the north of the free city of Torning lies an unexplored and hostile wilderness. An expedition led by the famous scholar Paul West ventured into the wilds. Weeks later, two of the group staggered back to Torning. Their friends had been captured. The city has asked you to help find its revered scholar, and retrieve the magical texts he had with him.

Lack of magical firepower is your main limitation. Pick up all of the useful objects you can find, especially distance weapons.

Islands Difficulty: Hard

Sulis Venway was one of the greatest wizards ever to have lived. The magical islands he created to amuse friends are a wonder of the world. After his death, they went through a variety of owners, most recently the necromancer Varrus. The local people wish to drive this mage out. If you can take possession of the islands, they will follow and mop up any resistance.

At all costs, preserve your men. You will have to take several sentry posts, and cannot afford to lose anyone.



Ambush — Difficulty: Hard

This is the first of the chained quests. Your advance scouting party has discovered information of a major attack on the Light Armies that could lead the Dark Forces to total victory. You must get to your army with this vital information. On the way back, you are ambushed in a combination magical and conventional attack. You know a powerful Mage or Mages are in the ambush, as walls appear on all sides of you, with the only way out being through the enemy.

This is a difficult fight. Move forward slowly, throwing long-range spells as you move. Be careful not to get your own men in the line of fire of a spell. You may get lucky and take out the powerful enemy mages.

The Skirmish — Difficulty: Hard

This is the second of the chained quests. After getting past the ambush, you run into the elite Dark Force squad. On either side of you is a chasm with small crossing points on either side. There is only one way out...forward! But even if you survive, you will likely be captured and imprisoned in Vales Tower.

Fire and move forward. Nothing but enemies are about. Use long range weapons and spells. Be careful not to get your own men in the range of your spells. Do not bunch your men together.

Escape Vales Tower — Difficulty: Medium

After being captured by the dark forces, you engineer an escape. You fight through three tower levels, rescuing some of your men on the way. Capture any scrolls you find on the way out. This is the last of the chained quests.

Move slowly. You will not be up to full strength, but there will be plenty of enemy soldiers/creatures to bar your way. Send one person out as an advance scout. Never let your scout stray too far — always have backup. Conserve movement points for the times you may run into heavy concentrations of enemies.

Castle — Difficulty: Very Hard

The feud between the Castigen and Renfield families is old and bitter. When Lord Castigen sent a delegation to negotiate with the other nobleman however, they were kidnapped. Your old friend Castigen has asked you to lead the rescue attempt.

Stay together and search the castle thoroughly. Your mages are your main asset. Use any long-range weapons you can.

Catacomb — Difficulty: Very Hard

The arch-necromancer Tash Morgan has been using the infamous Panoke Manuscripts to raise zombies. He must be stopped before he can perfect the art, and summon whole legions of the damned to his service. You must do this by destroying all of the Panoke volumes he holds.

You have a great deal of territory to cover. Avoid unnecessary fights, and move as fast as possible.